



**SUPERFAST
3D!**

COMMODORE
64/128

The ULTIMATE TEST
OF DEXTERITY...
the whole screen to
manoeuvre the steel
ball. An AMAZING
INGENIOUS GAME.
"TILT... you have to
play it to believe it!"
David Darling

"TOTALLY ORIGINAL
and incredibly polished
... The ADDICTIVE
QUALITIES are
remarkable... IT'S A
CORKER!"
Commodore Format
Magazine

INTERNATIONAL
INSTRUCTIONS
 ISTRUZIONE



VARIOUS
COMPUTER
SCREENSHOTS



1349

TILT

"IT'S BRILLIANT"
COMMODORE FORMAT

It's a
Corker!

**NEW
RELEASE**

93%
COMMODORE
FORMAT MAG.



COMMODORE
64/128

MIND-
BOGGLING
MAZES!

This is AMAZING! TILT the
entire screen and GUIDE the
ball down the HOLE.

OPEN the GATES around the
maze before you ROLL
THROUGH.

"TILT" backwards and
forwards to avoid TRAPS!
Watch out for INCREDIBLY
ADDICTIVE and MIND-
BOGGLING mazes!

In later levels THE BALL
GROWS BIGGER... and
BIGGER... and BIGGER!!!

INCREDIBLY
ADDICTIVE!!

LOADING: (C128 USERS SELECT C64 MODE)
Type **LOAD** press **RETURN**

FRUIT MACHINE

2

ALSO
AVAILABLE



ALL THE
LATEST
FEATURES

**Code
Masters**

BY AUTHOR
OF ORIGINAL
BEST SELLER

PUB TRIVIA

ALSO
AVAILABLE

Simulator

Quiz



**OUT
NOW!**

**Code
Masters**

BY PETER
WILLIAMSON

CONTROLS

Use JOYSTICK PORT 2 or KEYBOARD

LEFT	RUNSTOP
RIGHT	A
UP	Q
DOWN	SHIFT
FIRE	SPACE

Press F1 to QUIT

The object of the game is to "TILT" the maze and roll the ball towards the HOLE. You are given FULL POWER to start with and each "TILT" uses some POWER. If you hit the sides of the maze the game STOPS and bonus POWER is awarded for DISTANCE reached and number of GATES passed. These games are then REMOVED and you start again. When POWER is fully used up, it switches onto BACKUP and the maze can be completed quickly. If you don't complete quickly the POWER goes OFF and the game is OVER.

Once rolled down the HOLE, the next maze will appear. After 4 MAZES the next maze introduces TRAPS. These are turned off by TILTING the maze, great skill is needed to TILT while moving OVER a TRAP! After 12 MAZES the BALL gets BIGGER requiring more skill to keep away from the MAZE walls! Every 4 MAZES after this the BALL GROWS AGAIN!

Control the "TILTING" maze using UP, DOWN, LEFT and RIGHT.
PRESS FIRE to open a gate and START the ball rolling.

HINT & TIPS

- "TILT" before you reach a corner.
- OPEN the GATES before you get to them.
- On TRAPS "TILT" the board in direction of motion quickly.
- Complete the maze in ONE GO to have FULL POWER for the next!

CONTROLLI

Utilizza il JOYSTICK nella PORTA 2 oppure la TASTIERA

SINISTRA	RUNSTOP
DESTRA	A
SU	Q
GIU'	SHIFT
FUOCO	BARRA SPAZIATRICE

Per ABBANDONARE, premi F1

L'obiettivo del gioco è di INCLINARE (TILT) il labirinto e far SCORRERE la biglia nella BUCA. All'inizio, disponi della POTENZA MASSIMA che consumi con ogni INCLINATA. Se colpisci i bordi del labirinto, il gioco si FERMA e ti viene assegnato un premio POTENZA per la DISTANZA raggiunta e per il numero delle PORTE passate. Queste porte vengono quindi TOLTE e ricominci da capo. Quando tutta la POTENZA è consumata, vai in RISERVA e il labirinto può essere quindi completato rapidamente. Se non ce la fai a completarlo alla svelta, la POTENZA si SPEGNE e il gioco TERMINA.

Una volta andato in BUCA, appare il prossimo labirinto. Dopo 4 LABIRINTI, quello che segue introduce le TRAPPOLE. Queste si SPENGONO facendo INCLINARE il labirinto; fai attenzione perché ci vuole una certa abilità per INCLINARE mentre ti muovi SU una TRAPPOLA. Dopo 12 LABIRINTI, la BIGLIA diventa PIU' GROSSA e ci vuole una maggiore abilità per non toccare le pareti del LABIRINTO! Ogni 4 LABIRINTI dopo di questo, la BIGLIA CRESCE ANCORA!

Il controllo dell'INCLINAZIONE avviene mediante SU, GIU', SINISTRA e DESTRA

Per aprire una porta e AVVIARE la biglia, premi FUOCO.

SUGGERIMENTI E CONSIGLI

- INCLINA prima di arrivare agli angoli
- APRI le PORTE prima di arrivare
- Sulla TRAPPOLE, INCLINA nella direzione del movimento.
- Completa il labirinto in UNA SOLA MANO, in modo da ottenere POTENZA MASSIMA per la prossima!

HELP LINES

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
D. DIZZY	0898 555 078
	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. (GREAT BRITAIN ONLY)



TILT was brought to you by...

Coding & GameDesign

Music

Project Director

Production

Artwork

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Steve Barrett

Tim Miller

Stew Regan

Shân Savage

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